



LIFE·PAC®

Language Arts

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Alpha Omega Publications®

LANGUAGE ARTS 507

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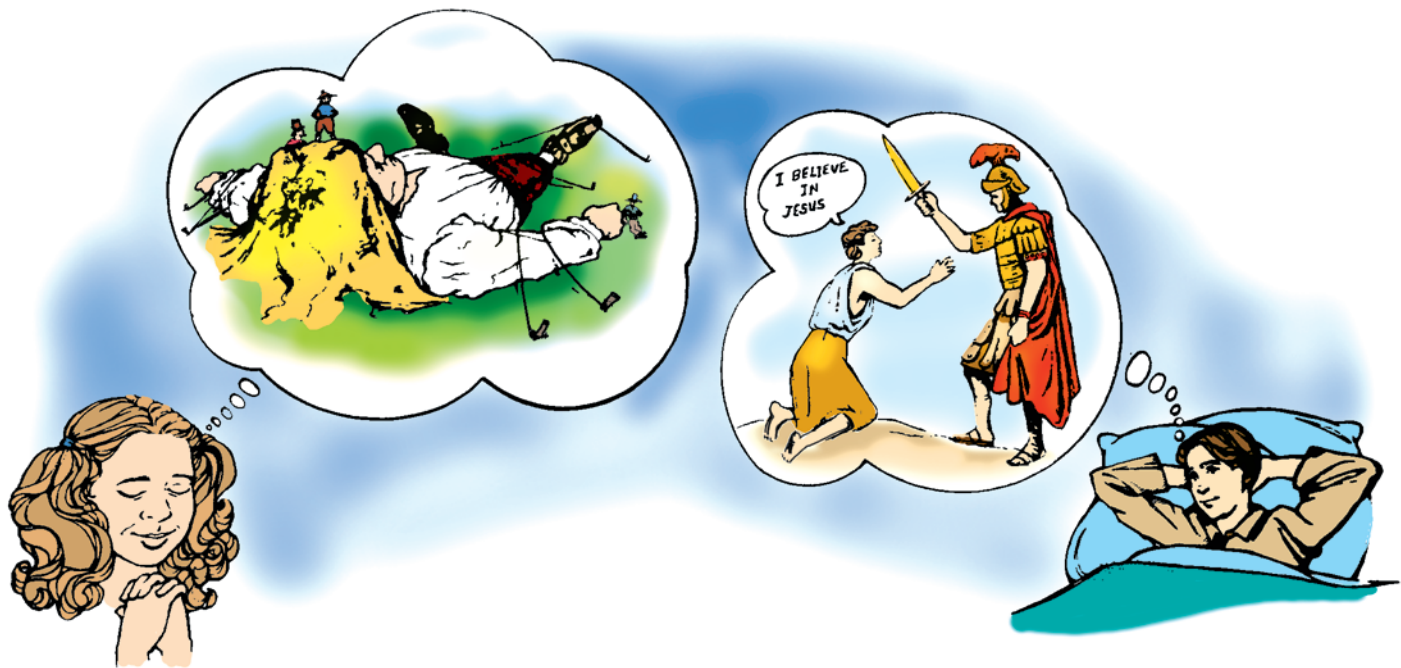
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LANGUAGE ARTS 507



Have you ever dreamed of visiting a land of little people? How would they receive you? What would you say to them?

In this LIFEPAK®, you will read about Gulliver and his stay with the people of Lilliput, who were only six inches tall! You will also practice some reading comprehension skills and discover the meanings of new words. After reading this interesting story about Gulliver and his reactions to the little people, you will write some personal reactions of your own.

If you could be put in jail for being a Christian, what do you think you would say if a policeman asked you about Jesus? You will read a story about Marc, who had to face some difficult moments as an early Christian, and how he suffered persecution. You will also learn how forgiveness can heal.

You will also practice various skills, such as making Christian judgments and discovering the mood of a paragraph. In this LIFEPAK, you will review nouns and adjectives, and learn more about pronouns. And you will practice more skills in handwriting and spelling.

OBJECTIVES

Read these objectives. The objectives tell you what you should be able to do when you have successfully completed this LIFEPAK.

When you have finished this LIFEPAK, you should be able to:

1. Recognize cause and effect.
2. Choose the main idea of a paragraph or story.
3. Recognize word meanings.
4. Put events in sequence.

5. Note details.
6. Write a personal reaction.
7. Identify and use common and proper nouns.
8. Identify and use singular and plural nouns.
9. Identify and use possessive nouns.
10. Identify and use nouns as subjects.
11. Identify and use nouns as objects of verbs.
12. Identify and use pronouns as noun substitutes.
13. Identify and use possessive pronouns.
14. Make Christian judgments.
15. Make inferences.
16. Distinguish fact from opinion.
17. Discover mood.
18. Recognize the proper position of adjectives.
19. Recognize the purpose of adjectives and use them correctly.
20. Spell words correctly.
21. Write more neatly.

VOCABULARY

Study these new words. Learning the meanings of these words is a good study habit and will improve your understanding of this LIFEPAK.

bitter (bit' ur). Hard to admit or bear; showing grief and pain.

complexion (kum plek' shun). The color and general appearance of the skin, particularly the face.

contraption (kun trap' shun). A device or gadget.

debate (di bāt'). Consider; discuss; talk about reasons for and against.

demolish (di mol' ish). Pull or tear down; destroy.

embroider (em broi' dur). To make a design with stitches.

famished (fam' isht). Very hungry; starving.

inhabitants (in hab' u tunts). People or animals that live in a place.

instigator (in' stu gā tur). Person who urges one on or stirs up something.

inventory (in' vun tôr e). Detailed list of articles.

judgment (juj' munt). Decision; opinion.

loin (loin). The part of the body of an animal or human between the ribs and the hip bone; a piece of meat from this part.

martyr (mär' tur). A person who is put to death or made to suffer greatly for his or her beliefs.

mingle (ming' gul). Mix.

ointment (oint' munt). A substance made from oil or fat, often containing medicine to heal or make the skin soft.

perceive (pur sēv'). To be aware of through the senses; observe.

persecution (pēr su kyū' shun). Being treated badly; harmed; oppressed.

plague (plāg). A very dangerous disease that spreads rapidly and often causes death.

possessive (pu zes' iv). Showing possession; words like *my*, *your*, and *his*.

potion (pō' shun). A drink used as a medicine or a poison or in magic.

purge (pérj). Make clean.

refuge (ref' yūj). Shelter; protection.

shrill (shril). Having a high sound; high and sharp.

substance (sub' stuns). What a thing consists of; matter; material.

substitute (sub' stu tüt). Take the place of another.

tense (tens). Strained; tight.

transparent (trans pār' unt). Easily seen through; clear.

venture (ven' chur). A risky or daring undertaking.

voyage (voi' ij). Travel by water.

wrench (rench). A violent twist or pull.

Note: All vocabulary words in this LIFE PAC appear in **boldface** print the first time they are used. If you are unsure of the meaning when you are reading, study the definitions given.

Pronunciation Key: hat, āge, cāre, fār; let, ēqual, tērm; it, īce; hot, ōpen, ōrder; oil; out; cup, pūt, rüle; child; long; thin; /TH/ for then; /zh/ for measure; /u/ represents /a/ in about, /e/ in taken, /i/ in pencil, /o/ in lemon, and /u/ in circus.

I. SECTION ONE

In this section you will read about one of Gulliver's exciting adventures. You will practice the important skills of recognizing cause and effect, recognizing word meanings, and placing events in sequence.

You will learn to spell homonyms that have a long /ī/ sound and practice difficult letter joinings in handwriting.

Review these objectives. When you have completed this section, you should be able to:

1. Recognize cause and effect.
3. Recognize word meanings.
4. Put events in sequence.
5. Note details.
6. Write a personal reaction.
20. Spell words correctly.
21. Write more neatly.

Restudy these vocabulary words.

complexion
contraption
debate
demolish
embroider
famished
inhabitants

inventory
loin
mingle
ointment
perceive
plague
potion

shrill
substance
transparent
venture
voyage
wrench



READING COMPREHENSION

Before you read Gulliver's story, "A Voyage to Lilliput," you will first practice some reading comprehension skills. You will use these skills later when you do the activities.

Recognizing cause and effect. Jennifer bought a new plant and placed it in the window so that it would get plenty of sunlight. She knew that plants need sunlight and water to grow.

With her busy schedule, Jennifer forgot to water her plant, and it died.

What was the *cause* of the plant dying?

Jennifer did not water it.

What was the *effect* of not watering the plant?

The plant died.

Cause is what makes something happen. The *effect* is the result, or the outcome. Read this example.

Gideon destroyed the idols in the grove. (cause)

The people became very angry. (effect)

Gideon's act of destroying the idols *caused* the people to be angry. Their anger was the result, or *effect*, of his act.

Recognizing the cause and effect in a story is an important reading skill. Cause-and-effect relationships can help you better understand the plot and sequence of a story.

